

Property to Property Binding

The Property to Property Binding is a fundamental principal in DGLux. It allows for one property of an object to drive another property of an object. This concept allows for linking between multiple widget properties to create custom widgets and an array of advanced functionality. When a Property to Property Binding is created, the 'Binding Dialog' will appear allowing the user to configure the binding.

Creating a Binding

The process of creating a Property to Property Binding is as follows:

1. Double Click on the property name in the Property Inspector to bring up the 'Property-to-Property' binding dialog. Note that it is possible to bring up more than one binding simply by double clicking on other property names.
2. With the 'Property-to-Property' binding dialog open, navigate to any property that you want to bind to. This can be any property on the currently selected object or any other object on the canvas.
3. Click and drag the property name from the 'Property-to-Property' binding dialog to the desired property in the Property Inspector that you want to bind to. A blue rectangle will indicate that the property is bindable. Release the mouse button to complete the binding process and open the Binding Dialog. Note that when binding two properties of the same time (such as numeric to numeric) that the Binding Dialog may not be prompted during the initial binding, however you can still open the Binding Dialog by clicking the 'Chain-Link' next to the bound property.

The Binding Dialog

Option	Meaning
Value	
Numeric Map	
String Map	

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